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1 EmbeddedButtons: supporting buttons in documents   ◼
Eric A. Bier
October 1992 **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 4

Full text available: 📄 pdf(1.87 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

EmbeddedButtons is a library of routines and a runtime kernel that support the integration of buttons into document media, including text and graphics. Existing document editors can be modified to participate in this open architecture with the addition of a few simple routines. Unlike many button systems that insert special button objects into document media, this system supports turning existing document objects into buttons. As a consequence, buttons inherit all of the at ...

Keywords: active documents, buttons, user interface layout

2 EmbeddedButtons: documents as user interfaces   ◼
Eric A. Bier
October 1991 **Proceedings of the 4th annual ACM symposium on User interface software and technology**
Full text available: 📄 pdf(1.01 MB)   Additional Information: full citation, references, citings, index terms

3 WebSplitter: a unified XML framework for multi-device collaborative Web browsing   ◼
Richard Han, Veronique Perret, Mahmoud Naghshineh
December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**

Full text available: 📄 pdf(200.60 KB)   Additional Information: full citation, abstract, references, citings, index terms

WebSplitter symbolizes the union of pervasive multi-device computing and collaborative multi-user computing. WebSplitter provides a unified XML framework that enables multi-device and multi-user Web browsing. WebSplitter splits a requested Web page and delivers the appropriate partial view of each page to each user, or more accurately to each user's set of devices. Multiple users can participate in the same browsing session, as in traditional conferencing groupware. Depending on the acc ...

Keywords: PDA, XML, co-browsing, collaboration, groupware, middleware, multi-device, partial view, pervasive, proxy, remote control, service discovery, wireless

4 A taxonomy of see-through tools
Eric A. Bier, Maureen C. Stone, Ken Fishkin, William Buxton, Thomas Baudel
April 1994 **Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence**
Full text available: pdf(949.69 KB)   Additional Information: full citation, references, citings, index terms

Keywords: button, control panel, lens, macro, menu, multihand, transparent, user interface, viewing filter

5 Pen computing: a technology overview and a vision
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: pdf(5.14 MB)   Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

6 A graphical, extensible integrated environment for software development
Anthony I Wasserman, Peter A Pircher
January 1987 **ACM SIGPLAN Notices , Proceedings of the second ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments**, Volume 22 Issue 1
Full text available: pdf(1.17 MB)   Additional Information: full citation, abstract, references, citings, index terms

Analysis and design are the essential first phases in most software development projects, yet most automated support environments are aimed at the programming phase. This paper describes a workstation-based environment that provides an integrated ensemble of graphical tools for analysis and design coupled to a project database, along with mechanisms for producing declarations, code skeletons, and executable programs. The environment is built on an "open architecture," in which i ...

7 Toolglass and magic lenses: the see-through interface
Eric A. Bier, Maureen C. Stone, Ken Pier, William Buxton, Tony D. DeRose
September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(232.08 KB)   Additional Information: full citation, references, citings, index terms

Keywords: button, control panel, lens, macro, menu, multi-hand, transparent, viewing filter

8 Functional Specifications for Typewriter-Like Time-Sharing Terminals
T. A. Dolotta
January 1970 **ACM Computing Surveys (CSUR)**, Volume 2 Issue 1
Full text available: pdf(2.45 MB)   Additional Information: full citation, references, citings, index terms

9 Ills cured with a dose of remedy
Michael Critchfield, Michael Murray
October 2000 **Proceedings of the 28th annual ACM SIGUCCS conference on User services: Building the future**
Full text available: pdf(126.16 KB)   Additional Information: full citation, index terms

Keywords: action request system, help desk, remedy, support, workflow, workorder

10 Software for simulation
Jerry Banks
November 1996 **Proceedings of the 28th conference on Winter simulation**
Full text available: pdf(908.02 KB)   Additional Information: full citation, references, citings

11 IShell: a visual UNIX shell
Kjell Borg
March 1990 **Proceedings of the SIGCHI conference on Human factors in computing systems: Empowering people**
Full text available: pdf(715.53 KB)   Additional Information: full citation, abstract, references, index terms

IShell is a visual user interface for interaction using gestures under the UNIX operating system. A visual script language for building commands — IScript — is an integral part of the IShell environment. The user can directly describe and execute pipelined command sequences using gestures. The user is constantly guided by visual cues.

12 Managing Macs made painless: leveraging the right tools for the job
Mike W. Miller
November 1993 **Proceedings of the 21st annual ACM SIGUCCS conference on User services**
Full text available: pdf(1.01 MB)   Additional Information: full citation, references, citings, index terms

13 Designing a "front panel" for Unix: the evolution of a metaphor
Jay Lundell, Steve Anderson
May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: html(28.25 KB)   Additional Information: full citation, references, citings, index terms

14 Experiences using cooperative interactive storyboard prototyping
Kim Halskov Madsen, Peter H. Aiken
June 1993 **Communications of the ACM**, Volume 36 Issue 6
Full text available: pdf(3.23 MB)   Additional Information: full citation, references, citings, index terms

Keywords: CSCW

15 Sharing views and interactions with single-user applications
S. Greenberg
March 1990 **ACM SIGOIS Bulletin , Proceedings of the conference on Office information**

systems, Volume 11 Issue 2-3

Full text available: pdf(1.26 MB) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Although work is frequently collaborative, most computer-based activities revolve around software packages designed to be used by one person at a time. To get around this, people working together often talk and gesture around a computer screen, perhaps taking turns interacting with the running "single-user" application by passing the keyboard around. However, it is technically possible to share these unaltered applications—even though they were originally designed for a si ...

16 <u>The simulation model development environment: an overview</u>
Osman Balci, Richard E. Nance
December 1992 **Proceedings of the 24th conference on Winter simulation**

Full text available: pdf(1.16 MB) Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

17 <u>First commentary on haramundanis</u>
Thomas R. Williams
May 1996 **ACM SIGDOC Asterisk Journal of Computer Documentation,** Volume 20 Issue 2

Full text available: pdf(683.40 KB) Additional Information: <u>full citation</u>, <u>index terms</u>

18 <u>The web of system properties: a general view of systems</u>
Brian Whitworth
December 1998 **ACM SIGCSE Bulletin,** Volume 30 Issue 4

Full text available: pdf(586.86 KB) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>index terms</u>

This paper considers why informed computer predictions are so often wrong. A limited perspective seems to be a factor. It is proposed that a general understanding of the nature of systems is necessary to predict and create the future of information systems. Based on a general definition, a set of system properties is proposed which can be applied equally to human-created and natural systems, i.e. to hardware and software as well as organisms and societies. Assigning values to each property allow ...

19 <u>Object help for GUIs</u>
David Freeman
October 1994 **Proceedings of the 12th annual international conference on Systems documentation: technical communications at the great divide**

Full text available: pdf(850.00 KB) Additional Information: <u>full citation</u>, <u>citings</u>, <u>index terms</u>

20 <u>Interaction in the real world: Customizable physical interfaces for interacting with conventional applications</u>
Saul Greenberg, Michael Boyle
October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**

Full text available: pdf(767.09 KB)
mov(370.00 bytes) wmv (370.00 bytes) Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

When using today's productivity applications, people rely heavily on graphical controls (GUI widgets) as the way to invoke application functions and to obtain feedback. Yet we all know that certain controls can be difficult or tedious to find and use. As an alternative, a *customizable physical interface* lets an end-user easily bind a modest number of physical

controls to similar graphical counterparts. The user can then use the physical control to invoke the corresponding graphical contro ...

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